

Use of CDBG Funds by LONG BEACH, CA FROM 10/01/2001 TO 09/30/2002

AS OF 02/01/2003

Matrix Code	Activity Group	Matrix Code Name	Disbursements	Pct. of Total
01	AC	Acquisition of Real Property	\$66,077.70	0.53%
02	AC	Disposition	\$719.00	0.01%
Subtotal for: ACQUISITION			\$66,796.70	0.54%
21A	AP	General Program Administration	\$1,389,227.13	11.15%
21C	AP	Public Information	\$110,754.47	0.89%
21D	AP	Fair Housing Activities	\$96,710.20	0.78%
Subtotal for: ADMINISTRATIVE AND PLANNING			\$1,596,691.80	12.81%
14E	ED	Rehabilitation: Publicly or Privately Owned Commercial/Industrial	\$43,256.23	0.35%
17C	ED	Commercial/Industrial Building Acquisition, Construction, Rehabilitation	\$6,250.00	0.05%
18A	ED	ED Direct: Financial Assistance to For-Profit Businesses	\$949,382.03	7.62%
18B	ED	ED Direct: Technical Assistance	\$519,373.67	4.17%
Subtotal for: ECONOMIC DEVELOPMENT			\$1,518,261.93	12.18%
14A	HR	Rehabilitation: Single-Unit Residential	\$830,666.77	6.67%
14B	HR	Rehabilitation: Multi-Unit Residential	\$268,505.10	2.15%
14H	HR	Rehabilitation Administration	\$207,473.63	1.67%
15	HR	Code Enforcement	\$1,553,410.10	12.47%
Subtotal for: HOUSING			\$2,860,055.60	22.95%
03	PI	Public Facilities and Improvements (General)	\$583,810.53	4.69%
03B	PI	Centers for the Disabled/Handicapped	\$162,474.28	1.30%
03E	PI	Neighborhood Facilities	\$71,576.85	0.57%
03F	PI	Parks, Recreational Facilities	\$3,560.26	0.03%
03L	PI	Sidewalks	\$13,304.22	0.11%
06	PI	Interim Assistance	\$1,279,719.10	10.27%
Subtotal for: PUBLIC IMPROVEMENTS			\$2,114,445.24	16.97%
05	PS	Public Services (General)	\$588,740.44	4.72%
05D	PS	Youth Services	\$753,403.69	6.05%
05I	PS	Crime Awareness/Prevention	\$281,342.54	2.26%
Subtotal for: PUBLIC SERVICES			\$1,623,486.67	13.03%
19C	OT	CDBG Non-Profit Organization Capacity Building	\$768.65	0.01%
Subtotal for: OTHER			\$768.65	0.01%
19F	VV	Planned Repayments of Section 108 Loans	\$2,680,273.50	21.51%
Subtotal for: REPAYMENTS OF SECTION 108 LOANS			\$2,680,273.50	21.51%
Total Disbursements			\$12,460,780.09	100%